



CLIPSTER

DCI Mastering

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Dvs Clipster Manual Pdf

All rights reserved. Without the express permission of DVS Digital Video Systems AG any form of use which goes beyond the narrow bounds prescribed by copyright legislation is prohibited and liable to prosecution. Specifications and data may change without notice. Those parts of this documentation that describe optional software or hardware features usually contain a corresponding note. Anyway, a lack of this note does not mean any commitment from DVS Digital Video Systems AG. CLIPSTER, DVS and Spycer are registered trademarks of DVS Digital Video Systems AG. Kodak and Cineon are trademarks of Eastman Kodak Company. IRIX and SGI are registered trademarks of Silicon Graphics, Inc. Any other product names mentioned in this documentation may be trademarks or registered trademarks of their respective owners and as such are subject to the usual statutory provisions. CLIPSTER is a powerful highresolution video workstation with enormous flexibility, especially designed to meet the demands of modern post production houses. CLIPSTER offers capturing, online editing and storing of digital film and audio data in one device. The system performs all works in real time. Video data is stored and worked with in its original uncompressed format, independent of resolution, color space and bit depth. All formats and resolutions can be processed, from SD up to 4K, and the final result can be played out in a freely selectable format. Conversions and calculation times for rendering processes are rarely necessary because of the highquality hardware developed by DVS. Additionally, up to 16 channels of audio can be in or output by CLIPSTER and their data can be accessed and processed in the software as easily as the video material. All video and audio data are stored in the Windows file system and thus accessible right away when working with other applications. The Edit Tool of CLIPSTER is the main part of the DVS software package. <http://ecogestval.com/userfiles/file/dell-projector-3200mp-manual.xml>

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It is a software module that enables you to add video and audio clips to a timeline in any sequence you like and in a freely configurable number of tracks. When working with video you can edit your material with cuts, dissolves, wipes, etc. Thus you can create your perfect project. When working with audio, you can control the volume of a clip at every position in the timeline, for example, to create fadeins and outs. During all times your original material is never touched or altered because all editing processes are performed virtually. Of course, to provide for the best possible integration the Edit Tool is compatible with the EDL edit decision list standard and supports it via import and export functions. Once your project is finished, you can finalize it and save the edited clips in any video and file format you like. In short, the Edit Tool of CLIPSTER offers Easy and intuitive handling of the user interface, clips can be moved via drag and drop, A I 11 Furthermore, there are several features optionally available for the Edit Tool which allow you to adapt the DVS software to your special needs. The following options are available JPEG2000 Upgrade Kit DCI Upgrade Kit 3D LUT and Color Management Hardware accelerated JPEG2000 compression and realtime playout of JPEG2000 encoded material. Complete workflow for DCI compliant delivery packages, including hardware accelerated JPEG2000 compression, AES encryption as well as MXF wrapping, and realtime playout of JPEG2000 compressed MXF material. Color Correction Panel Tactile colorist control panel in a standard or deluxe variant for CLIPSTER s primary color correction. Remote control of realtime zoom and pan operations from a thirdparty color grader. <http://adamlegal.com/userfiles/dell-pv-md3000-manual.xml>

Secondary color correction as an effect for video clips in the Edit Tool A I 13 The chapters in this

user guide contain the following information Chapter 1 Chapter 2 Chapter 3 Chapter 4 Chapter 5 Chapter 6 Chapter 7 Chapter 8 Appendix Index Begins with a short introduction to CLIPSTER and the Edit Tool, followed by a note regarding the audience this manual is written for and an explanation of the conventions used in this manual. Additionally, it provides important notes that you should read. Contains basic information about the Edit Tool. Here you can find information about the software structure as well as a first overview of the user interface of the Edit Tool. Furthermore, this chapter provides some general notes, for example, about how to manage projects with the DVS software. In addition to the information how to start and exit the program, you can find a beginner's tutorial which explains shortly how to work with the Edit Tool and how to start your first project in this chapter. Explains the tool area of the Edit Tool. This chapter describes the control area and the video overlay of the Edit Tool. In this chapter the timeline of the Edit Tool and timeline related tasks are described. This chapter explains and describes the timeline element properties of video clips and transitions. Individual effects that a video clip may provide are explained as well. Provides information about the individual menu options of the menu bar of the Edit Tool. Gives additional information about the software. Among others you can find here a glossary of terms used in this user guide and the file formats that are supported by the DVS software. This chapter facilitates the search for specific terms. 14 If you want to use the software to its full potential, you should also have extensive knowledge in the field of digital video. Furthermore, to use the DVS system in connection with other equipment, e.g.

a VTR, you should know how to handle this equipment A I 15 Texts preceded by this symbol are parts of a list. Texts preceded by this symbol are general notes intended to facilitate work and help avoid errors. You must pay particular attention to text that follows this symbol to avoid errors. Texts enclosed by quotation marks are references to other manuals, guides, chapters, or sections. Other storage locations will be too slow for realtime operations. Leave about 15 % of the overall main storage capacity empty of data for realtime performance reasons. The realtime capability of CLIPSTER depends to a large extent on the performance of the video system hardware. Therefore, it is recommended to terminate all other programs when working with the DVS software. This will give the builtin defragmentation tool time to reorganize the files on the storage for an optimized realtime performance. For this the automatic starting of the defragmentation tool has to be enabled. Your DVS system has been tested thoroughly and is very reliable. However, because of the vast amount of thirdparty software available, its reactions on the installation of such could not be tested. When working with prerendered files and timeline elements that need a prerendering, it is recommended to activate the autosave function of the DVS software and set it to a relatively short interval A I 17 22 CLIPSTER Edit Tool User Guide 1.5 New in the Edit Tool The following lists the most important features and functions that were new in the latest versions of the Edit Tool Please note that the features and functions mentioned may be part of optional packages. For further information please refer to the release notes of the DVS software. New in Version 2.4 DCI Mastering see the CLIPSTER DCI Mastering supplement accessible via the software's online help New in Version 2.3 Scene detection Render times for prerendering and finalizing approx.

This chapter provides first some background information about the structure of the DVS software which includes a short overview of its different modules. After that an overview of the user interface of the Edit Tool is provided to familiarize you with its appearance. This will be followed by a description of the task bar of the software. The chapter will be concluded with some general notes, for example, about how to manage projects with the DVS software A I 21 24 CLIPSTER Edit Tool User Guide 2.1 Overview of the Software Structure The software package for the DVS system consists of various individual programs and modules that combined provide the system's unique capabilities to process digital video and audio in real time. Video Board and Driver The central core of the whole system is the DVS PCI video board and its driver because they provide the functionality

of the video system. Without them the system would not be able to display any video signals nor would the DVS software components be operational. The PCI video board driver controls the video board and thus the inand output of video signals. It runs in the background of your video system and is therefore not visible. Software User Interface and Software Modules The software user interface is the visible part of the DVS software package. It consists of individual software modules which control the DVS 22 25 Basics system and are used to perform editing and video as well as audio processing tasks. They are the basic software modules of the DVS system, i.e. the ones that you will use most in your every day work. You can see them in the drawing above in the oval Software User Interface. Depending on your system configuration there may be other tools and modules available on your system. Further information about these can be found in their respective user guides.

Once the DVS software is started, you can access the different modules available on your system easily via the task bar of the user interface see section The Task Bar on page 29. The Edit Tool The Edit Tool is the software module that allows you to assemble video material by adding cuts, dissolves, wipes, etc. In the timeline you can add clips of different formats and resolutions and process them, for example, via color corrections, scalings or zooming and panning. Additionally, in this module you can perform a DCI Mastering and create properly encoded and encrypted digital cinema packages DCPs, see the CLIPSTER DCI Mastering supplement accessible via the software s online help. One of the main features of the Edit Tool is that all editing tasks are performed virtually, i.e. the original material on the storage is never altered. The clips used in the DVS software are only representations of the original material on the storage. With this you can use the same material over and over again with different effects while the master is always maintained. You can capture material from any source you like and record it in a freely selectable format, with or without color space conversion. For instance, you can capture data from telecines, VTRs, or even cameras as desired in an automated batch processing mode or manually. Of course, playing out the recorded material as well as of all other clips present on the system can be performed without any effort as well. Integrated Spycer With Spycer, the innovative content management software by DVS, you can manage your content easily. It is a software application capable of handling large amounts of video data and their corresponding metadata, providing you with integrated browse, search and management tools to retrieve data and gather information about them locally as well as via a network.

Additionally it can be used to preview clips and add them to the bin of the DVS software, thus offering you even more possibilities than a file manager. Spycer is already integrated in the DVS software. It can be accessed the same way as the other software modules and is thus not needed as a standalone application. For CLIPSTER users it comes with the complete feature set and, furthermore, works seamlessly together with other available DVS products, such as the DVSSAN. The Configuration Tool For the configuration and setup of the whole DVS system and its software you can use the Configuration Tool. Here you can set up, for example, the period for the automatic save function of the project file autosave as well as more software specific settings, such as the bin properties. Tools and Services Also part of the DVS software are various tools that can be used for a more basic configuration of the DVS system or may be of help during service and maintenance tasks, e.g. monitoring and error diagnostics of the hard and software. For instance, among them you can find the defragmentation tool which is a process automatically started with the DVS software and running in the background of the system. During standstill times of the system the defragmentation tool will reorganize the files present on the storage for an optimized performance of realtime tasks such as a playout or record. Among the tools it is the only process that runs in the system s background. 24 27 Basics Most other tools delivered with the DVS software are used during the initial configuration and setup of the system only. In your daily work with the DVS system they are of no use. Further information about the tools in general can be found in the CLIPSTER Tools and

Services user guide accessible via the PDF files of the software's online help. For additional information about the defragmentation process in particular please refer to section The Automatic Defragmentation Process on page A17.

PlugIns Operators The Edit Tool of the DVS software supports the OpenFX plugin interface providing you with the possibility to extend the software module's effects feature set with plugins developed by third parties. The various available OpenFX plugins offer you additional editing possibilities for your video processing tasks, such as color correction or image processing. Once installed, they can be accessed in addition to the standard effects operators as timeline element properties of clips. Further information about this can be found in section Timeline Element Properties on page A I 25 28 CLIPSTER Edit Tool User Guide 2.2 Overview of the User Interface The following figure shows the user interface of the Edit Tool as it appears after starting the DVS software for information on how to start the software see chapter Getting Started on page 31 menu bar tool area control area task bar timeline area Figure 22 User interface of the Edit Tool The DVS software is designed to run in fullscreen mode with any screen resolution to provide for an undistracted view on the video material and the editing task at hand. Here you can see the following items menu bar tool area control area timeline area At the top of the user interface you can find a menu bar. This menu bar provides access to functions and tasks of an administrative nature for the Edit Tool. Here you can find, for example, import and export functions as well as several menu options generally concerned with projects and project files. The tools are provided as tabs to switch easily between them. By default you can find among the tools, for example, the bin which provides initial access to the video material. For more details about the tool area and the individual tools see chapter The Tool Area on page 41. To the right of the tool area you can find the control area. In the Edit Tool this area is used to pre and review your current project.

At the top you can find the video overlay where you can see the video material. Below the video overlay a scrub bar of the timeline is available. In contrast to the timeline in the timeline area where you can zoom in and out, the scrub bar always shows the complete timeline of the project. Below the scrub bar the controls are located to play out and move within your current project. Here you can also find buttons to switch between the different modes of the control area the edit mode, the sourceedit mode and the trim mode. The control area will be described in chapter The Control Area on page 51. In the timeline area you can find the video and audio tracks. Most of the editing tasks are performed here, for example, by setting cutting points and defining operators. The timeline area can be configured freely and thus be adapted to your individual needs. This area and how to work with the projects in the timeline are explained in chapter The Timeline on page A I 27 30 CLIPSTER Edit Tool User Guide task bar The user interface provides at its bottom a task bar where you can switch between the different software modules of the DVS software. The task bar is available in most modules and you can easily start and switch between them. It will be described in more detail in section The Task Bar on page 31 Basics 2.3 The Task Bar The user interface provides at its bottom a task bar where you can switch between the different software modules of the DVS software. The task bar is available in most modules and with it you can easily switch to another module. After starting the DVS software the Edit Tool is started automatically. When you click on one of the inactive buttons in the task bar, the respective software module will be loaded, most of them in the upper part of the user interface. The task bar provides the following buttons The EDIT button activates the Edit Tool of the DVS software.

This software module allows to edit video material with effects like color correction, zooming and panning, 3D LUTs, or cropping. Additionally, in this module you can perform a DCI Mastering. It is automatically active after starting the software and described in this user guide. You can use it to capture video and audio material with the DVS system from telecines, VTRs, or cameras. Its management tools allow you, for example, to defragment data as well as to define or alter metadata.

Additionally, you can preview clips and add them to the bin of the DVS software by a simple draganddrop procedure. Spycer is described in the Spycer user guide. The CONFIG button opens the Configuration Tool. Here you can configure and set up the whole video system and the software. With it you can, for example, set up the period for the automatic save function of the project file autosave as well as more software specific settings, such as the bin properties. More information about the Configuration Tool as well as various other configurations that can be performed can be found in the CLIPSTER Configurations user guide A I For a more detailed description of all basic software modules as well as other parts of the software together with references to their descriptions, please refer to section Overview of the Software Structure on page 32 CLIPSTER Edit Tool User Guide Additionally, you can find at the bottom right of the task bar several items which will provide you with information about the currently loaded project, the duration of its timeline in total and the set video output format for the timeline project information Figure 23 Project information The timeline s duration shows you the duration of all clips present in the timeline tracks and depends on the currently selected video output raster frame rate. Furthermore, to the right of the task bar you can find some status messages.

They will be displayed as soon as project relevant tasks are performed, for instance, when a project is loaded or saved. The help information will be displayed when you place the mouse cursor over one of the menu options. 210 33 Basics 2.4 Working in Real Time With the DVS system you can perform most operations in real time. When playing out or recording, the workstation is capable of handling two data streams of 2K material for transitions in real time. Using CLIPSTER you can even play out one stream of 4K material in real time as long as some conditions are observed To play out 4K you will need an appropriate hardware equipment CLIPSTER 4K and the resolution of the clip should not exceed pixels 10 bit. With this a realtime playout of 4K material is possible. The usage of a 3D LUT, cropping, zoomings and pannings, and primary color corrections, can also be performed in real time. However, other effects e.g. secondary color correction or clips of even a higher resolution cannot be processed in real time. It is recommended to store these project specific for each project separately. For further information about this please refer to section Notes on Project Management on page You can set the storage location of such files for each project differently via the Configuration Tool on the tab Project group Project, field Path for proxy data; see CLIPSTER Configurations user guide. A proxy is a downscaled clip of a higher resolution greater than 2K. Usually, proxies will be used as a substitute when working with highresolution film material, such as 4K. Then the original data will be downconverted to a 2K format that can be handled by the DVS software and system in real time without problem. In this workflow you will add the 4K clips as usual to the bin. But prior to using them in the timeline you will create proxies of them. The downconverted images of the proxy will be stored in a reserved location for temporary data on the main storage.

The stored proxies carry project specific file names that are generated and administered by the Edit Tool automatically for the currently loaded project. The links to the proxies will be stored in the project file, and when reopening the project again you will not have to create them again. When working with proxies, a lot of image files may be generated amounting to a large proportion of disk space A I 211 34 CLIPSTER Edit Tool User Guide Once a proxy has been created, it will be available in the bin instead of the original highresolution clip. Nevertheless, the bin clip and all its representations in the timeline are still linked to its original material and by turning the proxies on or off it is for you to decide whether the material of the higher resolution is used or the proxies. Once your job is done, the DVS system can finalize render the whole project from the original 4K material. Afterwards to check the rendered 4K master you may play it out in real time provided your system is capable of a realtime handling of 4K. To recognize the downscaled data belonging to one project easily it is recommended to store it project specific for each project separately. For further information about this please refer to section Notes on Project Management on page More information about the handling of proxies in the DVS software can be found in section Using Proxies

on page Working with Prerendered Data Prerendering generates another kind of proxies, this time from clips and operators added to the timeline that are not realtime capable. A prerendering means that the Edit Tool calculates the respective clips and operators effects before a playout takes place and stores the calculated extra files rendered images in a location for temporary data on the 212 35 Basics main storage. These proxies are then used for a playout instead of the original material in the timeline and onthefly handled operators. Depending on your system capabilities all timeline elements, i.e.

clips as well as operators such as transitions or color corrections, can be subject to a prerendering. For example, when using a clip of a resolution that exceeds the realtime capability of your DVS system, it will be marked visibly in the timeline that it is not realtime capable. In order to play it out in real time you will have to prerender it beforehand and it will be rendered in the format that is currently set as the video output format. The prerendered proxies carry project specific file names same as the proxies created from the bin and are generated and administered by the Edit Tool automatically. The links to prerendered proxies will be stored in the project file, and when opening the project later again, it will not be necessary to render them anew. When working with prerendered data you may get proxies on the storage that are no longer required for your current project but occupying a lot of disk space. This will happen, for example, as soon as a timeline element was prerendered and afterwards deleted or changed. Even a switching of the video format will make the already prerendered data obsolete due to the fact that the extra images may no longer coincide with the newly selected format. Because the software can never be sure when proxies are truly obsolete for a project, they will remain on the storage of your system. Nevertheless, to delete prerendered data you can use the menu option Delete prerendering on the context menu of a video clip see section The Context Menu of Video Clips on page 659. To recognize the prerendered data belonging to one project easily it is recommended to store them project specific for each project separately.

For further information about this please refer to section Notes on Project Management on page Related to a prerendering of timeline elements are the Prerender all menu option on the menu Project see section Prerender all on page 812 and the section Realtime Capability of Clips on page 412, section Jobs on page 433 and section Prerendering of Timeline Elements on page A I 213 36 CLIPSTER Edit Tool User Guide 2.5 Notes on Project Management To display material of a very high resolution or to enable a realtime playout of some operators e.g. the secondary color correction the DVS system may create proxies as well as prerendered files. Both ways to maintain a realtime workflow are based on the same principle They use calculated extra files to either enable a playout prerendering or make your working environment more comfortable proxy generation. For further information about proxies or prerendered data see section Working in Real Time on page The location where these extra files are stored is saved project specific in the project file, i.e. each project file can have a different directory for proxy data and the exact location will be stored in the project file. Therefore, it is suggested when working with proxies or prerendered material, to store the project s data in a directory of its own. DVS recommends, when working with different projects, to create for each project a project specific directory on your main storage where to save the project file. Beneath it create a subdirectory for the additional data V.cp This structure guarantees a clear and easy to manage project. These information are then usually written in a specified format into the file headers which can be read and interpreted by different software applications that support these kind of information. Most of the data stored in the file headers and transmitted to the DVS software during a capturing will only be recorded and, if appropriate, given back again during a playout.

But DVS especially makes use of the timecode information. These socalled source timecodes can then be used in the whole software. For example, you can use source timecodes in the timeline of the Edit Tool and regardless of their position in the timeline the respective clips will always show

and use their source timecode. Then, prior to a playout you can decide whether the internal timeline timecode should be given out as a timecode signal or the source timecode provided by the files. Nonetheless, regarding source timecode there are some peculiarities how the DVS software deals with source timecodes. But because the DVS system is able to receive, for example, during a record, several timecodes incorporated in signals at various connectors, it uses more than just one timecode. The ones additionally received will be stored at a location for user defined data in the header and usually cannot be interpreted by or used with other applications than the ones developed by DVS. When processing such clips afterwards, for instance, with the Edit Tool, you can select between the various timecodes provided by a clip which may give you more control over their position in the timeline. In the Configuration Tool of the DVS software you can configure the general way the software should deal with timeline and source timecode see CLIPSTER Configurations user guide for more information. Here you can set in the respective group the type of source timecode that the DVS software will use as the default timecode. Additionally, you can specify which timecode should be given out when performing a playout. Furthermore, throughout the DVS software individual clips may use different source timecodes which is a setting that can be adjusted in the clip's properties see section Changing the Properties of Clips on page 421. The type of source timecode used by each clip can be changed even when the clip is already used in the timeline of the Edit Tool.